

**WHAT IS CLAIMED IS:**

1. A method of playing a casino card game with at least one player, comprising the steps of:
  - (a) providing a deck of cards having at least five different symbols;
  - (b) shuffling the deck of cards;
  - (c) affording each player an option to place an ante wager to participate in the game;
  - (d) dealing five cards to each player and also dealing two cards to form a dealer hand;
  - (e) providing each player with an option either to fold and surrender their ante wager or to continue play by placing a bet wager;
  - (f) providing each continuing player with an election to use as their final five card hand three of the five cards dealt to the player plus either the other two of the five cards dealt to the player or the two cards of the dealer hand;
  - (g) providing each continuing player with an option to arrange in a desired order at least three preselected cards in the player's final hand whereby the cards in the player's final hand possess a final sequential order; and
  - (h) settling said ante and bet wagers according to at least one pay table including predetermined winning arrangements of cards and associated payout odds.
2. The method of claim 1, wherein said at least one pay table includes winning arrangements of cards for three, four, and five card combinations of symbols.

3. The method of claim 1, wherein said casino card game is played on a casino gaming table with a human dealer.

4. The method of claim 1, wherein said casino card game is played on a video gaming device displaying electronic representations of cards on a video screen pursuant to programmed control by a microprocessor.

5. The method of claim 1, further comprising the steps of affording each player an opportunity to place an optional progressive wager to participate in a progressive jackpot, and settling progressive jackpot wagers according to a predetermined progressive pay table.

6. The method of claim 1, wherein said at least five symbols include a cherry, a plum, an orange, a lemon, and a triple bar and said at least one payout table includes substantially the following predetermined winning three card combinations and associated payout odds, based upon three preselected cards in the player's final hand:

**Three Reel Game Payout Table**

<u>Hand</u>	<u>Payout Odds</u>
CC*	1 to 1
PP*	1 to 1
OO*	1 to 1

LL*	1 to 1
BB*	3 to 1
CCC	2 to 1
PPP	3 to 1
OOO	4 to 1
LLL	5 to 1
BBB	10 to 1

wherein C=cherry, P=plum, O=orange, L=lemon, B=triple bar, and \*=any other card.

7. The method of claim 1, wherein said at least one payout table includes substantially the following predetermined winning three card combinations and associated payout odds based upon three preselected cards consecutively ordered in the final sequential order of the player's final hand:

**Five Reel Pay Table – 3 Card Payouts**

<u>Hand</u>	<u>Payout Odds</u>
CCC	3 to 1
PPP	4 to 1
OOO	5 to 1
LLL	5 to 1
BBB	20 to 1

wherein C=cherry, P=plum, O=orange, L=lemon, and B=triple.

8. The method of claim 1, wherein at least five symbols include a cherry, a plum, an orange, a lemon, and a triple bar and wherein said at least one payout table includes substantially the following predetermined winning four card combinations and associated payout odds based upon four preselected cards consecutively ordered in the final sequential order in the player's final hand:

**Five Reel Pay Table – 4 Card Payouts**

<u>Hand</u>	<u>Payout Odds</u>
CCCC	5 to 1
PPPP	6 to 1
OOOO	10 to 1
LLLL	10 to 1
BBBB	100 to 1

wherein C=cherry, P=plum, O=orange, L=lemon, and B=triple bar.

9. The method of claim 1, wherein at least five symbols include a cherry, a plum, an orange, a lemon, and a triple bar and wherein said at least one payout table includes substantially the following predetermined winning five card combinations and associated payout odds in the player's final hand:

**Five Reel Pay Table – 5 Card Payouts**

<u>Hand</u>	<u>Payout Odds</u>
CCCCC	10 to 1

PPPPP	15 to 1
OOOOO	50 to 1
LLLLL	50 to 1
BBBBB	1000 to 1

wherein C=cherry, P=plum, O=orange, L=lemon, and B=triple bar.

10. The method of claim 5, wherein at least five symbols include a cherry, a plum, an orange, a lemon, and a triple bar and wherein said progressive pay table includes substantially the following predetermined winning three card combinations and associated payout odds based upon three preselected cards consecutively ordered in the final sequential order in the player's final hand:

**Progressive Pay Table**

<u>Hand</u>	<u>Payout Odds</u>
CCC	2 to 1
PPP	3 to 1
OOO	4 to 1
LLL	4 to 1
BBB	15 to 1

wherein C=cherry, P=plum, O=orange, L=lemon, and B=triple bar.

11. The method of claim 5, wherein at least five symbols include a cherry, a plum, an orange, a lemon, and a triple bar and wherein said progressive pay table includes substantially the following predetermined winning four card combinations and associated payout odds based upon four preselected cards consecutively ordered in the final sequential order in the player's final hand:

**Progressive Pay Table**

<u>Hand</u>	<u>Payout Odds</u>
CCCC	3 to 1
PPPP	6 to 1
OOOO	10 to 1
LLLL	10 to 1
BBBB	250 to 1

wherein C=cherry, P=plum, O=orange, L=lemon, and B=triple bar.

12. The method of claim 5, wherein at least five symbols include a cherry, a plum, an orange, a lemon, and a triple bar and wherein said game includes a meter showing a current progressive jackpot amount and wherein said progressive pay table includes substantially the following predetermined winning five card combinations and associated payout odds in the player's final hand:

**Progressive Pay Table**

<u>Hand</u>	<u>Payout Odds</u>
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CCCCC	10 to 1
PPPPP	40 to 1
OOOOO	125 to 1
LLLLL	125 to 1
BBBBB	Current meter amount

wherein C=cherry, P=plum, O=orange, L=lemon, and B=triple bar.

13. The method of claim 1, wherein two of said five cards dealt to each player are dealt face down and wherein each player must either fold or bet prior to viewing said two face down cards.

14. The method of claim 1, wherein at least one of said two cards of said dealer is dealt face up.

15. The method of claim 1, wherein said bet wager equals twice said ante wager.

16. A method of playing a casino card game with at least one player, comprising the steps of:

- (a) providing a deck of cards having at least five different symbols;
- (b) shuffling the deck of cards;
- (c) affording each player an option to place an ante wager to participate in the game;
- (d) dealing five cards to each player and also dealing two cards to form a dealer hand;
- (e) providing each player with an option either to fold and surrender their ante wager or to

continue play by placing a bet wager;

(f) providing each continuing player with an election to use as their final five card hand either the other two of the five cards dealt to the player or the two cards of the dealer hand;

(g) providing each continuing player with an option to arrange in a desired order at least three preselected cards in the player's final hand whereby the cards in the player's final hand possess a final sequential order; and

(h) settling said ante wager by comparing three preselected cards consecutively ordered in the final sequential order in the player's final hand with a first predetermined pay table including predetermined winning arrangements of cards and associated payout odds; and

(i) settling said bet wager by comparing at least three preselected cards consecutively ordered in the final sequential order in the player's final hand, to at least one second pay table including predetermined winning arrangements of cards for three, four, and five card combinations and associated payout odds.

17. The method of claim 16, further comprising the steps of affording each player an opportunity to place an optional progressive wager to participate in a progressive jackpot, and settling progressive jackpot wagers according to a predetermined progressive pay table.

18. The method of claim 16, wherein said casino card game is played on a casino gaming table with a human dealer.



19. The method of claim 16, wherein said casino card game is played on a video gaming device displaying electronic representations of cards on a video screen pursuant to programmed control by a microprocessor.

20. The method of claim 16, wherein said bet wager equals twice said ante wager.